

WHAT IS CLAIMED IS:

1 1. A method of facilitating game play, comprising:
2 displaying to a player a game board having a plurality of game icons; and
3 arranging for the player to make a series of game moves, each game move
4 comprising:
5 receiving a player input,
6 removing at least one game icon from the game board based on the player
7 input, and
8 reconfiguring the game board according to one of a plurality of
9 reconfiguration rules,
10 wherein a reconfiguration rule to be applied during a game move is not indicated
11 to the player during at least a portion of the game play.

1 2. The method of claim 1, further comprising:
2 indicating to the player reconfiguration rules to be applied during a predetermined
3 number of subsequent game moves.

1 3. The method of claim 1, wherein each reconfiguration rule comprises a
2 direction in which game icons will move on the game board during said reconfiguration.

1 4. The method of claim 1, wherein each of the plurality of game icons is
2 associated with an icon type, and said removing is further based on icon types.

1 5. The method of claim 4, wherein the player input comprises selection of at least
2 one game icon, and said removing comprises removing neighboring game icons based on
3 associated icon types.

1 6. The method of claim 5, further comprising:
2 adjusting a game score based on a number of neighboring game icons removed
3 from the game board.

1 7. The method of claim 1, further comprising:
2 determining which of the plurality of reconfiguration rules will be applied during
3 a game move.

1 8. The method of claim 7, wherein said determining comprises at least one of: (i)
2 randomly selecting a reconfiguration rule, and (ii) retrieving a pre-stored indication of a
3 reconfiguration rule.

1 9. The method of claim 7, wherein a series of reconfiguration rules is associated
2 with at least one of: (i) a particular game played by the player, (ii) a plurality of games,
3 and (iii) a plurality of players.

1 10. The method of claim 1, further comprising:
2 arranging for the player to provide payment in exchange for game play.

1 11. The method of claim 10, wherein said arranging is performed via at least one
2 of: (i) a payment identifier, (ii) a credit card account, (iii) a debit card account, (iv) a bank
3 account, and (v) a digital payment protocol.

1 12. The method of claim 1, further comprising:
2 determining a game result based on the series of game moves.

1 13. The method of claim 12, further comprising:
2 arranging for the player to receive a prize based on the game result.

1 14. The method of claim 13, wherein the prize comprises payment of at least one
2 of: (i) a monetary amount, and (ii) an alternate currency amount.

1 15. The method of claim 13, wherein game play is associated with a game of
2 skill.

1 16. The method of claim 1, wherein said receiving comprises receiving the player
2 input from a remote player device via a communication network.

1 17. The method of claim 16, wherein the remote player device comprises at least
2 one of: (i) a personal computer, (ii) a portable computing device, (iii) a personal digital
3 assistant, (iv) a telephone, (v) a wireless telephone, (vi) a game terminal, (vii) an
4 interactive television device, and (viii) a kiosk.

1 18. The method of claim 16, wherein the communication network comprises at
2 least one of: (i) the Internet, (ii) a public network, (iii) a public switched telephone
3 network, (iv) a proprietary network, (v) a cable television network, (vi) a wireless
4 network, and (vii) a local area network.

1 19. A game controller, comprising:
2 a processor; and
3 a storage device in communication with said processor and storing instructions
4 adapted to be executed by said processor to:
5 display to a player a game board having a plurality of game icons; and

6 arrange for the player to make a series of game moves, each game move
7 comprising:
8 receiving a player input,
9 removing at least one game icon from the game board based on the
10 player input, and
11 reconfiguring the game board according to one of a plurality of
12 reconfiguration rules,
13 wherein a reconfiguration rule to be applied during a game move is not indicated
14 to the player during at least a portion of the game play.

1 20. The game controller of claim 19, wherein said storage device further stores at
2 least one of: (i) a player database, (ii) a game database, and (iii) a reconfiguration rule
3 database.

1 21. The game controller of claim 19, further comprising:
2 a communication device coupled to said processor and adapted to communicate
3 with at least one of: (i) a remote player device, and (ii) a payment device.

1 22. A medium storing instructions adapted to be executed by a processor to
2 perform a method of facilitating game play, said method comprising:
3 displaying to a player a game board having a plurality of game icons; and
4 arranging for the player to make a series of game moves, each game move
5 comprising:
6 receiving a player input,
7 removing at least one game icon from the game board based on the player
8 input, and

9 reconfiguring the game board according to one of a plurality of
10 reconfiguration rules,
11 wherein a reconfiguration rule to be applied during a game move is not indicated
12 to the player during at least a portion of the game play.

1 23. A computer-implemented method of facilitating game play at a game
2 controller, comprising:
3 arranging for a player to provide payment in exchange for game play;
4 displaying via a remote player device a game board having a plurality of game
5 icons;
6 indicating to the player at least one reconfiguration rule to be applied during game
7 play, wherein at least one reconfiguration rule to be applied during game play is not
8 indicated to the player during at least a portion of the game play;
9 arranging for the player to make a series of game moves, each game move
10 comprising:
11 receiving from the player a selection of a game icon,
12 removing at least one game icon from the game board based on the
13 selected game icon and an associated icon type, and
14 reconfiguring the game board according to one of a plurality of
15 reconfiguration rules;
16 determining a game result based on the series of game moves; and
17 arranging for the player to receive payment of a monetary amount based on the
18 game result.

1 24. A method of facilitating game play associated with a game display,
2 comprising:
3 arranging for the player to make a series of game moves, each game move
4 comprising:

5 receiving a game input, and
6 reconfiguring the game display based on the game input according to one
7 of a plurality of game rules,
8 wherein a game rule to be applied during a game move is not indicated to the
9 player during at least a portion of the game play.

1 25. The method of claim 24, wherein the reconfiguration rule includes at least
2 one of: (i) a reconfiguration direction, (ii) a reconfiguration distance, (iii) a
3 reconfiguration velocity, (iv) a reconfiguration prohibition.

1 26. The method of claim 24, wherein the game display comprises at least one of:
2 (i) text information, (ii) image information, (iii) audio information, (iv) landscape
3 information, (v) maze information, (vi) terrain information, (vii) game item information,
4 (viii) game item locations, (ix) game prize information, and (x) game prize locations.

1 27. The method of claim 26, wherein the game comprises at least one of: (i) a
2 game of skill, and (ii) a puzzle game.

1 28. A method of facilitating game play at a player device, comprising:
2 receiving from a remote game controller an indication of a first game rule to be
3 applied during game play without receiving an indication of a second game rule to be
4 applied during play; and
5 displaying to a player the indication of the first game rule.

1 29. The method of claim 28, further comprising:
2 receiving from the player a player input; and

- 3 arranging for a game board to be reconfigured based on the player input in
- 4 accordance with the first game rule, wherein the game board has a plurality of game icons
- 5 that may be removed by the player.